COMBAT & TESTS SUMMARY

Combat Actions

General Actions	Action Cost	Test Type	Common Modifiers
Aim	1	None	None
Delay	0	None	None
Dodge	1	Swiftness	Close/Ranged Combat
Draw or recover weapon	1	None	None
Parry/Block	1	Opposed	Close Combat
Reload	1	None	None

Armed Manoeuvres	Action Cost	Test Type	Common Modifiers
Armed Attack, basic	1	Armed Combat	Close Combat
Armed Attack, blunt	1	Armed Combat	Close Combat
Armed Attack, defensive	1	Armed Combat	Close Combat
Armed Attack, power	2	Armed Combat	Close Combat
Armed Attack, precise	1	Armed Combat	Close Combat
Armed Attack, sweep	2	Armed Combat	Close Combat
Armed Attack, two-handed	2	Armed Combat	Close Combat
Charge	2	Armed Combat	Close Combat
Ranged Attack	1	Ranged Combat	Ranged Combat

Unarmed Manoeuvres	Action Cost	Test Type	Common Modifiers
Grab	1	Unarmed Combat	Close Combat
Punch/Kick	1	Unarmed Combat	Close Combat
Trip	1	Unarmed Combat	Close Combat

Movement Actions

Action	Action Cost	Distance (yards)	Test*
Crawl/Step	1	2	None
Walk	1	6	None
Jog	2	12	None
Run	2	18	Run TN 5 +
Sprint	Full round	40	Run TN 10 +
Swim	1	2	Swim TN 5 +
Jump	1	1 vertical, 2 horizontal	Jump TN 5 +
Climb	1	1 vertical OR horizontal	Climb TN 5 +
Drop prone/Stand up	1	Become prone / Stand up	None / Nimbleness TN 5 +

* Tests required only if in combat or character attempts to move farther than normally allowed. TN + 5 if in combat; failed test = 1/2 movement, disastrous failure = trip and prone.

Free Actions

Action	Effect/Test
Command	Several word command
Drop Object	Drop item or weapon
Observe	Notice something/Observe TN varies
Target	Acquire new target in combat
Warn/Alert	Shout warning or sound alert

Full-Round Actions

Action	Test
Hide in cover or shadows	Stealth (TN varies)
Inspirational speech	Inspire (TN varies)
Search 1 x 1 yard area	Search (TN varies)

Extended Full-Round Actions

Action	Test
Perform healing or treat wounds	Healing (TN varies)
Repair damaged weapon	Smithcraft (TN varies)

Close Combat Test Modifiers

Situation	Test Modifier
Defender prone	-5 TN
Attacker in better position	-1 to -3 TN*
Defender in better position	+ 1 to + 3 TN*
Defender behind cover	See "Cover Protection"
Off-hand penalty	+ 8 TN**

* Narrator must determine exact modifier based on situation.

** Off-hand penalty applies whenever combatant relies on non-dominant hand to perform close combat action.

Ranged Combat Test Modifiers

Situation	Test Modifier
Range Category:	
Point blank	-2 TN
Short	+ 0 TN
Medium	+ 2 TN
Long	+ 4 TN
Extended	+ 2 per increment
Defender prone	+ 5 TN
Attacker in better position	-1 to -5 TN*
Defender in better position	+ 1 to + 5 TN*
Defender behind cover	See "Cover Protection"
Attacker on horseback	+ 4 TN
Off-hand penalty	+ 8 TN**
Target Moving:	
Walk/jog/run/sprint	+ 2/ + 4/ + 6/ + 9 TN

* Narrator must determine exact modifier based on situation.

** Off-hand penalty applies whenever combatant relies on non-dominant hand to perform ranged attack.

Stun Effects

Degree of Success	Reaction TN	Duration	Effect (Failed/Successful)
1 Complete success	5	3d6x3 rounds	Unconscious/-5 test penalty
2 Superior success	10	2d6 + 3 minutes	Unconscious/-9 test penalty
3 Extraordinary success	15	1d6x10 minutes	Unconscious/-12 test penalty

Encumbrance and Movement

Burden		Effect
Light burden (Str x less than 1 lb.)		+ /- 0
Average burden (Str x 1-10 lbs.)		+ /- 0
Heavy burden (Str x 11-20 lbs.)	Stamina test made at	+ 10 TN
Very heavy burden (Str x 21-30 lbs.)	Stamina test made at	+ 20 TN

Encumbrance

Load	Penalty
Average (up to Str x10)	None
Heavy (Str x11-20)	3/4 pace
Very Heavy (Str x21-30)	1/2 pace*

* Cannot sprint

Drowning, Falling & Fire Damage

Drowning Time	Stamina TN	Damage*
1st round	5	1d6
2nd round	10	1d6 + 3
3rd round	15	2d6 + 6
4th round	20	3d6 + 12
5th round	25	4d6 + 18
6th round	30	5d6 + 24

* Once a character has fallen unconscious.

Fall Distance	Acrobatics TN	Damage*
0-2 yards	0	1d6-3
2 + to 5 yards	5	1d6-3
5 + to 10 yards	10	2d6 + 3
10 + to 15 yards	15	3d6 + 6
15 + to 20 yards	20	4d6 + 12
20 + to 25 yards	25	5d6 + 18
15 + to 30 yards	30	6d6 + 24
30 + to 33.3 yards	30	7d6 + 30
33.3 + yards	30	7d6 + 33

*Successful Acrobatics test reduces the damage sustained by half.

Fire/Heat	Swiftness TN	Damage/Rnd
Torch	5	1d6 + 3
Campfire	10	2d6 + 4
Bonfire	15	3d6 + 6
Blasting Fire	20	6d6 + 18

Healing & Natural Healing

Wound Level	Stamina TN	Healing TN
Dazed	10	10
Injured	15	15
Wounded	20	20
Incapacitated	25	25
Near Death	30	30

Effects of Injury & Weariness

Wound Level	Injury Effect*
Healthy	None
Dazed	Character performs test at -1
Injured	Character performs test at -3
Wounded	Character performs test at -5
Incapacitated	Character performs test at -7
Near Death	Character performs test at -9

*Injury penalties apply to all physical and combat-related tests, as well as to most academic tests. See the Physical and Academic Test Modifiers Tables (pages 218 and 220). They do not apply to Stamina reaction tests made to recover from injury. The severity of injury already factors into the TN of these reaction tests.

Weariness Level	Effect	Rest
Hale (normal)	None	-
Winded	-1 to all tests	10 minutes
Tired	-2 to all tests	1 hour
Weary	-4 to all tests	2 hours
Spent	-8 to all tests	4 hours
Exhausted	Character collapses and can take no action until he regains at least one Weariness level.	

Weariness Rates

Level	Base Time	Interval
Extreme	10 minutes	5 minutes
Demanding	1 hour	30 minutes
Standard	2 hours	1 hour
Relaxed	4 hours	2 hours

Armour Protection

Armour Type	Weight (lbs.)	Damage Absorbed*
Leather	10	2
Scale mail	20	4
Chainmail, ordinary	30	5
Chainmail, Dwarf	40	7
Chainmail, *mithril*	25% normal	+ 10 to chainmail value
Chainmail, Orc	35	6, -1 Nimbleness tests
Chaimail, with plates	+ 5	+ 1 to chainmail value
Shield, Large	5-12	+ 5 parry, -5 to hit w/ ranged attacks
Shield, Small	4-8	+ 3 parry, -5 to hit w/ranged attacks

*For corslets; a full hauberk absorbs + 1 point of damage, wearer suffers a -1 penalty on all Nimbleness-based tests.

Cover Protection

Cover Type	Absorb	Sustain
Thin wooden door	6	5
Wooden door	8	10
Thin metal door	10	15
Reinforced wooden door	12	20
Reinforced metal door	14	25
Large rocks	14	25
Worked stone wall	20+	60+

Degree of Cover	TN Modifier
100% (nothing exposed)	Impossible to shoot around
80-99% (head, arm exposed)	+12 TN
50-79% (some or all of upper body exposed)	+9 TN
25-49% (all upper, some lower exposed)	+6 TN
10-24% (most of body exposed)	+3 TN

Corruption Difficulty

Situation	TN
Exposure to the One Ring (circa 3018)	
Under normal circumstances	10
Near Mordor	15
In Mordor	20
For every time the Ring is worn	+1 to TN
Exposure to Temptation	
Mild temptation	5-8
Strong temptation	9-14
Very strong temptation	15-20
Sorcery	
Learning a spell of sorcery	No roll
Character earns 1 Corruption automatically	
Casting a spell of sorcery	15
Character has 1-3 Corruption	+1 TN
Character has 4-6 Corruption	+2 TN
Character has 7-9 Corruption	+3 TN
Character has 10+ Corruption	+4 TN

Fear & Fear Modifiers

Attacker's Test Result	Effect
Failure	No effect: Victim can resist the fear and act normally.
Marginal success	Frightened: Victim suffers a -1 penalty on all tests.
Complete success	Panicked: Victim suffers a -2 penalty on all tests.
Superior success	Unnerved: Victim may take no actions for one round, and suffers -4 penalty on all tests.
Extraordinary success	Unmanned: Victim flees as fast as he can, or he falls to the ground and cowers.

Inspiring Fear: Modifiers to Intimidate (Fear) Test	Test Modifier
Target is in a stronghold of evil or a place of darkness (Mordor, Dol Guldur, Moria, and so on)	+2 to 8
Target is near an evil place	+1 to 3
Target is at a disadvantage (outnumbered and so on)	+2 to 4
The cause of the fear is nearby	+1 to 6
Attacker utters terrifying soliloquy	+1 to 6
Appropriate display of power or might	+1 to 6
Brandishing the object the target has cause to fear	+1 to 4

Resisting Fear: Modifiers to Willpower Test	Test Modifier
Target is in a stronghold of the Wise, or a place of goodness (Minas Tirith, Imladris, Lorien, etc.)	+2 to 8
Target is fighting for or protecting that to which he is Faithful	+2 per pick allotted to Faithful
The cause of fear is at a distance	+1 to 6
Defender utters an inspiring soliloquy	+1 to 6

Action Rounds: Each character can normally take 2 actions in a round (see sidebar page 214). A round lasts roughly 6 seconds.

Initiative: Swiftness test (2d6 + Swiftness), combatants take all actions (unless they delay an action) in order of highest to lowest initiative.

Surprise: Observation test (TN 10 + applicable mods.); failure means combatant loses both initiative and one action in first round.

Standard Target Numbers

Difficulty	Base TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25

Academic Test Modifiers

Condition	Test Mod.
Character in comfy surroundings	+/- 0 TN
Memory Loss	
Suffering mind-altering drug/toxin	+ 5 to 10 TN
Suffering from selective amnesia	+ 3 to 9 TN
Suffering near total amnesia	+ 5 to 10 TN
Distractions	
Engaged in life-threatening situation	+ 5 to 10 TN
Surrounded by loud noise/talking	+ 3 to 6 TN
Affected by environmental factors	1/2 Physical Mod

Social Test Modifiers

Condition	Test Mod.
Subject is:	
Loyal/devoted	- 10 TN
Friendly/pacifistic	- 5 TN
Indifferent	+/- 0 TN
Aggressive/unfriendly	+ 5 TN
Hostile/violent	+ 10 TN
Subject has different native tongue	+/- 0 to + 15 TN
Subject of same race as character	+/- 0 to - 5 TN
Subject and character different race	+/- 0 to + 10 TN
Environmental factors make communication difficult	+ 3 to 9 TN
Character demonstrates evidence or sincerity	- 3 to 9 TN

Physical Test Modifiers

Condition*	Test Mod.**
Visibility & Lighting	
Clear visibility/ideal lighting	+/- 0 TN
Dim lighting	+/- 2 TN
Darkness	+/- 5 TN
Light smoke/fog	+/- 2 TN
Dense smoke/fog	+/- 5 TN
Light rain	+/- 1 TN
Heavy rain	+/- 3 TN
Extreme Temperature	
Temperate	+/- 0 TN
Uncomfortable heat/cold	+ 2 TN
Extreme heat/cold	+ 5 TN
Terrain	
Flat/unobstructed terrain	+/- 0 TN
Uneven/lightly obstructed terrain	+/- 3 TN
Broken/heavily obstructed terrain	+/- 5 to 10 TN
On moving ship/boat	+ 2 TN
Slick surface/uncertain footing	+ 3 TN
Slippery surface/poor footing	+ 7 TN
Disadvantageous position	+ 3-9 TN
Advantageous position	- 3 to 9 TN
Equipment Tests	
Adequate equipment	+/- 0 TN
Inadequate equipment/inferior tools	+ 5 TN
Using makeshift tools	+ 10 TN
Totally unequipped	+ 15 TN
Well equipped/superior tools	- 5 TN
Size Modifiers	
Character 2 sizes larger than target	+ 4 TN
Character 1 size larger than target	+ 2 TN
Character and target same size	+/- 0 TN
Character 1 size smaller than target	- 2 TN
Character 2 sizes smaller than target	- 4 TN
Other Modifiers	
Off-hand penalty***	+ 8 TN

* Characters making opposed tests against other characters suffering same modifiers need not factor modifiers into test except in cases where relative modifiers favour one of the opponents.

** Indicates the modifier is relative, can be good or bad for character depending on situation.

*** The off-hand penalty applies whenever a character relies on his non-dominant hand.

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Degree of Success

Test Result	Degree of Success or Failure	Time Mod.
11 + below TN	Disastrous Failure: Attempt makes matters worse if possible.	x1.5
6-10 below TN	Complete Failure: Attempt fails and may prevent further attempts.	x1
1-5 below TN	Failure: Attempt fails, but character may try again with cumulative -2 test result penalty, if appropriate.	x1
Result = TN	Marginal Success: Character achieves basic objective with, at worst, only minor complications or setbacks.	x1
1-5 above TN	Complete Success: Character achieves objective with no setbacks.	x0.75
6-10 above TN	Superior Success: Character performs beyond expectations, possibly gaining an additional advantage.	x0.5
11 + above TN	Extraordinary Success: Character performs far beyond expectations, possibly gaining an additional advantage such as a positive initiative modifier in next round or the ability to perform an additional action at half the normal cost.	x0.25

Sample Reaction Tests

Reaction	Test Type	Reaction	TN/Opposing Test
Overcome fear	Standard	Willpower	Varies by degree
Resist intimidation, interrogation	Opposed	Willpower	Inquire, Intimidate
Resist charm, flattery	Opposed	Wisdom	Persuade
Resist rhetoric, propaganda	Opposed	Wisdom	Persuade
Detect lie or bluff	Opposed	Wisdom	Persuade
Withstand extreme temperature	Standard	Stamina	Varies by degree
Resist poison	Standard	Stamina	Varies by potency
Avoid disease	Standard	Stamina	Varies by potency
Ignore weariness	Standard	Stamina	Varies by degree
Dodge melee attack	Opposed	Swiftness	Armed Attack
Dodge projectile	Opposed	Swiftness	Ranged Attack
Avoid injury while falling	Standard	Swiftness	Varies by distance fallen

Sample Opposed Tests

Situation	Character's Test	Opponent's Test
Acting in disguise	Guise	Observe (Spot) or Wisdom
Bargaining	Debate (Bargain)	Debate (Bargain)
Competing at games	Gaming	Gaming
Dodging arrows	Swiftness	Ranged Combat
Foot race	Run	Run
Hiding	Stealth (Hide)	Observe (Spot)
Parry/block blow	Armed Combat	Armed Combat
Searching	Observe or Search	Stealth (Hide) or Conceal
Swimming race	Swim	Swim

Test Category Summary

Physical Tests

Attribute Tests: Strength, Nimbleness, Vitality, Perception.

Reaction Tests: Swiftness, Stamina.

Skill Tests: Acrobatics, Armed Combat, Climb, Conceal, Craft, Games, Healing, Jump, Legerdemain, Observe, Ranged Combat, Ride, Run, Sea-craft, Search, Siegecraft, Smithcraft, Stealth, Stonecraft, Survival, Swim, Teamster, Track, Weather-sense.

Social Tests

Attribute Tests: Bearing. **Reaction Tests**: Willpower, Wisdom.

Skill Tests: Debate, Gaming, Inquire, Inspire, Intimidate, Perform, Persuade.

Academic Tests

Attribute Tests: Wits, Perception. **Reaction Tests**: Wisdom.

Skill Tests: Appraise, Guise, Language, Lore.

Weariness and Spellcasting

Spellcasting Action	Weariness Test	Modifier
Casting a spell	Stamina	-
Subsequent spells cast within one minute	Stamina	-3 to test result (cumulative)
Casting a spell while another is active	Stamina	-3 to test result (cumulative)
Casting a spell without words (or gestures)	Stamina	+3 to base TN (+6 for both)
Increasing spell effects by 25%	Stamina	+3 to base TN
Increasing spell effects by 50%	Stamina	+6 to base TN
Casting an innately learned spell for the first time	Stamina	-10 to test result
Casting an innately learned spell after one week or superior success	Stamina	-5 to test result
Casting two combined spells	Stamina	Highest base TN + 3
Casting three or more combined spells	Stamina	TN +1 per additional spell
Casting a counter spell (requires same casting time and Weariness TN as the spell being countered; see Core Book, p.170)	Stamina/Opposed Bearing	+5 to Opposed Bearing tests per extra spell pick devoted

Weariness Test Results	Effects
Success	Spell cast normally
Failure	Lose 1 Weariness Level, spell failure
Complete Failure	Lose 2 Weariness Levels, spell failure
Disastrous Failure	Lose 3 Weariness Levels, spell failure

Horse Movement

Action	Cost	Effect*	Test
Crawl/Step	1	Move 2 yards	None
Walk	1	Move 12 yards	None
Canter	2	Move 48 yards	None
Run	2	Move 72 yards	Run (TN 5+)*
Gallop	Full-round	Move 160 yards	Run (TN 10+)*
Swim	1	Move 4 yards	Swim (TN 5+)
Jump	1	2 vertical/4 horizontal	Jump (TN 5+)*
Lie down	1	Become prone	None
Stand up	1	Stand from prone	Nimbleness (TN 5+)*

* If the horse pulls a chariot, wain, waggon, or the like, reduce its movement by half or more, as appropriate. Depending on the strength of the horses and the weight of the pulled load, a waggon may reduce movement much more severely or prevent it altogether. Swimming and jumping generally are not possible for a horse hitched to a vehicle. A character may be able to attempt a Teamster test to overcome some of these difficulties.

** Making a horse move more quickly requires a Ride test by the rider, or a Run test by an unridden horse. A test is required only if the character is engaged in combat or attempts to move farther than normally allowed by the action. If the moving character is involved in a combat situation, test TNs normally increase by +5. If the test is failed, the horse stumbles and moves only half its maximum intended move. With a disastrous failure, the horse trips and falls prone.

Sample Poisons

Orc Blade-poison

Type: Injury; Onset: 1 minute; Potency: +/- 0; Treatment: +5; Effect: 2d6+2 damage; Secondary Effect: 1d6+1 damage; Stages: 1.

Deadly Serpent's Bite

Type: Injury; Onset: 1 round; Potency: +10; Treatment: +10; Effect: 1 full Wound level; Secondary Effect: 1/2 full Wound level; Stages: 6.

The Lord of the Rings RPG Combat and Test Summary Sheets were formatted by Steven A. Cook (v2.0 December, 2002).

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Attribute Modifiers

Attribute Level	Modifier
0 to 1	-3
2	-2
3	-1
4 to 7	+/- 0
8 to 9	+ 1
10 to 11	+ 2
12 to 13	+ 3
14 to 15	+ 4
16 to 17	+ 5
18 +	+ 1 per 2 levels

Reactions

Reaction	Pick Best Modifier
Stamina	Strength or Vitality
Swiftness	Nimbleness or Perception
Willpower	Bearing or Wits
Wisdom	Bearing or Perception

Courage Points

Spending Courage to:	Effect
Improve test results	+ 3 bonus
Attempt extremely difficult task	CP required

Recovering Courage	Recovered?
CP spent to improve story or for heroic, noble, self-sacrificing purposes	End of scene
CP spent to show off, for personal gain, or for other unheroic, ignoble, or selfish purposes	Next game session

Spell Specialties

Air and Storm: examples *Fog-raising*, Fog-weaving*, Lightning, Wind Mastery*.

Beasts and Birds: examples *Animal Messenger, Beast Speech, Beast Summoning.*

Fire, Smoke and Light: examples *Blinding Flash, Burning Sparks, Create Light*, Kindle Fire.*

Secret Fire: examples *Create Light*, Flame of Anor, Healing-spell, Resist Fear.*

Sorcery: examples *Blast of Sorcery, Evoke Fear, Ruin.*

Water: examples *Fog-raising*, Fog-weaving*, Watershaping.*

*Note that some spells fall into more than one category.

Recognition Tests

Base Difficulty	Region/Society
TN 5	Local: within Hobbition, within Minas Tirith
TN 10	Area: within Southfarthing, within Dol Amroth
TN 15	Region: within Shire, within Enedwaith, within Eastfold
TN 20	Realm: within Eriador, within Gondor, within Rohan
TN 25	World: within Middle-earth

Recognition Modifiers	Modifier
Target of similar race	+/- 0
Target of friendly/allied race	-1
Target of hostile race	-2
Target of same order	+ 1
Target of same elite order	+ 2

Renown Modifiers	Modifier
Renown 1 to 5	+/- 0
Renown 6 to 10	+/- 1
Renown 11 to 15	+/- 2
Renown 16 to 20	+/- 3
Renown 21 to 25	+/- 4
Renown 26 to 30	+/- 5

* Renown modifiers can be applied both negatively and positively, depending on the situation. With recognition tests, though, these are always applied positively. A character trying to recognize someone with a high Renown uses that person's positive Renown modifier to increase his die roll, making it easier to succeed.

The Power of Words

Heightened Courage: Invoking the name of Elbereth or another Vala grants a + 4 bonus when spending a Courage Point.

Inspiration: Speaking or hearing the names of the Valar or other inspiring words grants a + 2 bonus for Inspire or Willpower tests to resist Intimidate (Fear) and like effects.

Spellcasting Methods

Runes: Casting time equal to 1 minute or double normal time. Spell duration increases by 50%.

Songs of Power: Casting time equal to 1 minue or twice normal time. Spell damage or other quantifiable effects increase by 50%.

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Money Changing & Price Conversion

100 copper pennies (cp) = 1 silver penny (sp)
4 silver pennies (sp) = 1 silver piece (SP) = 1 gold penny (gp)
4 gold pennies (gp) = 1 gold piece (GP)
Thus: 1 gp = 4 SP = 16 sp = 1,600 cp

Item	Cost in Shire/Bree	Cost in Dale	Cost in Minas Tirith
Weapon	x3	x2	x2
Armour	x5	x3	x1

Weapons

Armed Combat Weapons	Damage*	Parry Bonus	Size	Weight (lbs.)	Price
Axe, Battle	2d6 + 4	+ 1	M	8	3 SP, 1 sp
Axe, Great	3d6 + 2	+ 1	L	17	3 SP, 3 sp
Club	1d6 + 1	+ 1	M	4	Free
Dagger	1d6 + 2	-2	S	1	2 SP, 2 sp
Dagger, Long Knife	1d6 + 3	+ 0	M	1.5	2 SP, 3 sp
Dagger, Orc	1d6 + 3	+ 0	S	1	2 SP, 3 sp
Hammer	2d6 + 1	+ 0	M	8	2 SP, 3 sp
Mace	2d6 + 1	-1	M	9	3 SP
Mattock#	2d6 + 4	+ 1	M	15	3 SP
Pikestaff#	2d6 + 1	+ 0	L	15	2 SP, 3 sp
Shield (bash)	1d6 + 1	+ 5 or + 3	M	4-12	See Armour
Spear	2d6 + 3	+ 1	L	7	2 SP, 3 sp
Staff	1d6 + 2	+ 2	M	4	Free
Sword, Longsword	2d6 + 5	+ 1	M	4-7	3 SP, 1 sp
Sword, Longsword, Orc	2d6 + 5	+ 1	M	4-8	3 SP, 1 sp
Sword, Scimitar	2d6 + 3	+ 1	M	4-6	3 SP
Sword, Short Sword (Eket)	2d6 + 1	+ 0	M	3-5	2 SP, 3 sp
Unarmed Attack	1d6	+ 0	-	-	-
Whip@	1d3 + grapple	-3	M	1	1 SP

Ranged Weapons	Damage*	Range (in yards)	Weight (lbs.)	Price
Arrow, regular or Orc	2d6	See Bow	2 (20)	1 SP (20)
Bow, Longbow#	See Arrow	5/30/60/150/ + 30	3	2 SP, 2 sp
Bow, Numenorean Steelbow#	See Arrow	5/40/80/200/ + 40	3	Priceless
Bow, Shortbow	See Arrow	5/25/50/100/ + 25	2	2 SP
Dagger, thrown	1d6 + 2	5/10/20/40/ + 5	1	2 SP, 2sp
Javelin	2d6 + 4	5/15/45/90/ + 15	2	3 SP
Spear, thrown	2d6 + 3	5/10/20/40/ + 5	7	2 SP, 3 sp
Stone, thrown	1d6 + 2	5/10/20/30/ + 5	0.5	Free

* Add Strength modifier to Armed Combat, unarmed, and thrown ranged weapon attacks.

Two-handed weapon.

@ If you score a Superior Success or better you manage to grab your opponent with the whip. Each round thereafter you can use the whip to hold your opponent defenseless, force him to the ground, and so on by succeeding at an opposed Strength test (you get a + 4 bonus). While held, the opponent is easier to hit; modify attack tests made to hit the opponent by + 5.

Damage: How much damage the weapon does with a hit.

Parry Bonus: When the characters wield this weapon, add this number to attempts to parry an incoming attack.

Size: The relative size of the weapon, used for concealment purposes

Weight: How heavy the weapon is, used for movement purposes.

Range: The various ranges at which the weapon is effective: point blank, short, medium, long, and extended. See page 230 for range modifiers.

Armour and Shields

Armour Type	Weight (lbs.)	Damage Absorbed*	Price**
Leather	10	2	2 SP
Scale mail	20	4	4 SP
Chainmail, ordinary	30	5	5 sp
Chainmail, Dwarf	40	7	7 SP
Chainmail, *mithril*	25% normal	+ 10 to value	Priceless
Chainmail, Orc	35	6#	6 SP
Chainmail with plate	+ 5	+ 1 to value	+ 1 SP

* Corslets are shown here. A full hauberk absorbs + 1 point of damage, but wearers suffer a -1 penalty to Nimbleness-based tests.

** Prices are for corslets.

Wearers suffer a -1 penalty on Nimbleness-based tests. A full hauberk absorbs + 1 point of damage, but wearers suffer a total of -2 on Nimbleness-based tests.

Shield Type	Weight	Parry Bonus/Attack Modifier	Price
Shield, Large	5-12	+ 5 to parry/-5 to ranged attacks	2 SP
Shield, Small	4-8	+ 3 to parry/-5 to ranged attacks	1 SP

Weight: How heavy the armour or shield is, used for movement purposes.

Damage Absorbed: The number of points of damage the armour absorbs from each attack.

Parry Bonus/Attack Modifier: When the character uses a shield, add the first number to parry attempts; apply the second to ranged attacks against.

Gear

Item	Price (Shire/Bree)	Price (Dale)	Price (Minas Tirith)	Weight (lbs)
Beasts and Vehicles				
Boat	2 sp	1 sp, 20 cp	1 sp, 30 cp	75
Cart	2 GP	2 GP	2 GP	-
Horse, riding	2 SP	2 SP	1 SP, 2 sp	-
Horse, war	4 SP	4 SP	3 SP	-
Pony	1 SP	1 sp, 20 cp	3 sp	-
Saddle and tack	1 sp	1 sp, 20 cp	1 sp	20
Waggon	4 GP	4 GP	4 GP	-
Food and Drink				
Ale, mug	10 cp	15 cp	15 cp	-
Food, fine, 1 week	1 sp	1 sp, 20 cp	1 sp, 20 cp	-
Food, ordinary, 1 week	40 cp	50 cp	50 cp	15
Food, travel rations, 1 week	20 cp	25 cp	25 cp	8
Meal at inn, fine	1 sp, 20 cp	1 sp, 50 cp	1 sp, 50 cp	-
Meal at inn, ordinary	60 cp	75 cp	75 cp	-
Pipeweed, 1 pouch	50 cp	2 sp	2 sp	0.2
Wine, Dorwinion, per glass	80 cp	50 cp	65 cp	-
Wine, ordinary, per glass	20 cp	20 cp	25 cp	-
Wine, Dorwinion, per skin	1 SP	3 sp	3 sp, 25 cp	3
Wine, ordinary, per skin	1 sp	1 sp	1 sp, 25 cp	3
Lodging				
Inn, fine, one night	1 sp	1 sp	1 sp	-
Inn, ordinary, one night	50 cp	50 cp	50 cp	-
Miscellaneous				
Blanket	30 cp	30 cp	30 cp	3
Clothes, fine, 1 suit	2 sp	2 sp	2 sp	5
Clothes, ordinary, 1 suit	1 sp	1 sp	1 sp	3
Clothes, travelling, 1 suit	1 sp	1 sp	1 sp	4
Clothes, very fine, 1 suit	4 sp	4 sp	4 sp	6
Dwarven magical toys	3 sp (minimum)	1 sp (minimum)	3 sp (minimum)	0.1
Lantern	50 cp	40 cp	50 cp	2
Rope 50'	50 cp	50 cp	40 cp	12
Torch	10 cp	10 cp	10 cp	1

Master Spell List

Spell	Cast Time	Range	Duration	TN	Cost#	Requisite	Method	Specialty
Animal Messenger	2	Touch	Special**	5	1	Special**	St	Beasts
Bane-spell	1 min	Touch	1 min*	10	2		St, Rn	None
Beast Speech	1	Self	1 min*	5	1		St, Ab	Beasts
Beast Summoning	2	Special**	Special**	8	1		St, Sg	None
Blade Preservation	5 min	Touch	50 yrs*	5	1		St, Rn, Sg	None
Bladeshattering [S]	1	10 yds	Instant	8	1		St, Ab	Sorcery
Blast of Sorcery [S]	2	10 yds*	Instant	12	2		St, Sg	Sorcery
Blinding Flash	1	5 yds*	Instant	10	1**	Create Light	St, Sg	Fire
Break Binding	2	10 feet	Instant	8	1		St	None
Burning Sparks	1	10 feet	Instant	8	1	Kindle Fire	St	Fire
Calling	Special**	Special**	Special**	10	1		St	None
Changing Hue	2	Self	10 min*	8	1		St, Ab	Beasts
Command [S]	2	10 yds	1 hour*	15	3	Special**	St, Sg, Ab	Sorcery
Crafting-spell	5 min	Touch	Special**	12	1		St, Rn, Sg	None
Create Light	1	Touch	20 min*	5	1**		St	Fire, Secret Fire
Display of Power	1	Self**	1 round	10	2	Special**	St, Sg, Ab	None
Dumbness [S]	1	10 feet*	1 min*	8	1		St, Sg	Sorcery
Enhance Food	1 min	Touch	Special**	5	1		St, Ab	None
Enslave Beast [S]	2	5 feet*	1 day*	10	1	Special**	St, Sg	Beasts, Sorcery
Evoke Awe	1	Special**	1 round*	10	1	Bearing 8 +	St	Secret Fire
Evoke Fear [S]	1	Special**	1 round*	10	1		St, Ab	Sorcery
Exclusion	10 min	Touch	1 year*	12	2		St, Rn	None
Farseeing	5 min	Special**	1 min*	15	2	Perception 10 +	St, Sg	None
Farspeaking	2	1 mile	Conc.	9	1		St	None
Fiery Missile	1	Special**	Special**	7	1	Kindle Fire	St	Fire
Finding and Returning	1 min	Touch	1 month*	10	1		St, Rn	None
Fireshaping	1	1 foot*	Conc.	5**	1	Kindle Fire	St	Fire
Flame of Anor	2	20 feet*	Instant	10	2	Special**	St	Secret Fire
Fog-raising	1 min	50 feet*	Special**	8	1		St, Sg	Air, Water
Fog-weaving	2	20 feet*	1 min*	9	1	Fog-raising	St, Sg	Air, Water
Forgetfulness [S]	2	5 feet*	1 week*	12	1		St, Sg, Ab	Sorcery
Guarding-spell	1 min	Touch	1 min*	12	2		St, Rn	None
Healing-spell	1 min	Touch	Special**	10	1		St	Secret Fire
Holding-spell [S]	2	10 feet*	1 round*	12	2	Special**	St	Sorcery
Imitation-spell	2	3 feet*	Conc.	8	1	Mimicry 4 +	St	None
Ithildin-fire	1 min	Touch	Special**	5	1	Create Light	St, Ab	None
Kindle Fire	1	Touch	Special**	5	1		St	Fire
Lightning	2	5 feet*	Instant	12	1	Create Light	St	Air, Water
Mastery of Shapes	1 min	Self	1 hour*	10	2	Change Hue	St, Ab	Beasts
Mind-speech	1 min	1 foot*	Conc.	10	1	Spoken Thoughts	St, Ab	None
Misdirection	1 min	Special**	1 hour*	12	2	Finding and Returning	St	None
Mist of Speed	1 hour	10 miles*	1 hour*	12	3	Fog-raise and-weave	St, Sg	None
Naming	1 min	Touch	Permanent	8	1	Beast Speech	St	Beasts
Opening-spell	2	Touch	Instant	7	1		St	None
Power of the Land	3 f/r	1 mile	Special**	12	3	Special**	St, Sg	Air, Beasts and Water
Quench Fire	1	5 yds*	Instant	Special**	1	Kindle Fire	St	Fire
Rain-ward	1	Self	Conc.	5	1		St	Air, Water

Spell	Cast Time	Range	Duration	TN	Cost#	Requisite	Method	Specialty
Reading the Heart	1 min	10 feet*	Instant	9	1	Special**	St, Ab	None
Resist Fear	1	Self	1 round*	8	1		St, Ab	Secret Fire
Ruin [S]	2	Touch	1 round*	12	2	Shatter	St, Rn	Sorcery
Scribe Moon-letters	1 min/10	Self	Permanent	7	1		St, Rn, Ab	None
Sense Power	1	10 feet*	1 min	5	1		St, Ab	None
Shadow of Fear [S]	2	Special**	Special**	12	1	Special**	St, Ab	Sorcery
Shades & Phantoms[S]	1 min	Special**	1 hour*	10	1	Wizard's Guise	St	Sorcery
Shatter	1	5 feet*	Instant	8	1		St	None
Shutting-spell	1 min	Touch	1 hour*	8	1		St, Rn	None
Slumber	2	5 feet*	1 hour*	10	1		St, Sg	None
Smoke-weaving	1	1 foot*	Conc.	5	1		St	Fire
Spellbinding	1	5 feet*	Special**	10	1		St	None
Spoken Thoughts	2	Self	1 hour*	7	1		St, Ab	None
Springtime	1 min	Special**	Conc.	12	1	Special**	St, Sg, Ab	Secret Fire
Sundering	2	5 feet*	Instant	15	2	Shatter	St, Sg	None
Transformation	2	1 foot*	Instant	15	3	Special**	St, Sg	None
Veil	1 min	Self	1 hour*	10	1		St, Ab	None
Veiling Shadow [S]	1 min	100 feet*	1 hour*	12	2		St, Sg	Sorcery
Victory-spell	1 min	Touch	1 min*	12	2		St, Rn	None
Voice of Command	1	Special**	Special**	10	2	Special**	St	None
Voice of Suasion	1	Special**	1 min*	10	1		St, Ab	None
Watershaping	1	50 feet*	Conc.	10	1		St, Sg	Water
Wind Mastery	2	50 feet*	Special**	10	1		St, Sg	Air
Wizard's Guise	1 min	Self	1 hour*	8	1		St	None
Wizard's Hand	1	5 feet*	Instant	10	1		St	None
Word of Command	1	Special**	Special**	13	3	Special**	St	None

* per point of Bearing, ** see spell description, # number of spell picks, [S] denotes Sorcery spell, St (Standard), Sg (Song), Rn (Runes), Ab (Ability).

Master Skill List

Skill	Attribute	Test	Untrained?	Groups and Specialties
Acrobatics	Nimbleness	Physical	Y	Balance, Swing, Tumble
Appraise	Wits	Academic	N	Gems, Gold, Silver, Weapons, Armour
Armed Combat	Nimbleness	Physical	Y	Skill Group: Weapon Category (weapon)
Climb	Strength	Physical	Y	None
Conceal	Wits	Physical	Y	Hide Treasure, Hide Weapon
Craft	Nimbleness	Physical	N	Skill Group: Cooking, Pottery, Painting, etc.
Debate	Wits	Social	Y	Bargain, Negotiate, Parley
Games	Nimbleness	Physical	Y	Chess, Riddles, Wrestling, and so on
Guise	Wits	Academic	N	None
Healing	Wits	Physical	N	Herbal Remedies, Treat Illness, Treat Wound
Inquire	Bearing	Social	Y	Converse, Interrogate
Insight	Perception	Social	Y	None
Inspire	Bearing	Social	Y	None
Intimidate	Bearing	Social	Y	Fear, Majesty, Power, Torture
Jump	Strength	Physical	Y	None
Language	Wits	Academic	N	Skill Group: Sindarin, Westron, etc.
Legerdemain	Nimbleness	Physical	N	Pick Pocket, Prestidigitation, Open Lock
Lore	Wits	Academic	N	Skill Group: Lore Category (specialty)
Mimicry	Bearing	Physical	N	Beasts, Voices
Observe	Perception	Physical	Y	Hear, Sense Power, Smell, Spot, Taste, etc.
Perform	Bearing	Social	Y	Skill Group: Compose Verse, Sing, etc.
Persuade	Bearing	Social	Y	Charm, Fast Talk, Oratory
Ranged Combat	Nimbleness	Physical	Y	Skill Group: Weapon Category (weapon)
Ride	Bearing	Physical	Y	Specific Animal
Run	Strength	Physical	Y	None
Sea-craft	Wits	Physical	N	Boating, Sailing, Shipwright
Search	Perception	Physical	Y	None
Siegecraft	Wits	Physical	N	Defence, Siege Engine, Unit Leadership
Smithcraft	Strength	Physical	N	Armoursmith, Goldsmith, Weaponsmith, etc.
Stealth	Nimbleness	Physical	Y	Hide, Shadow, Sneak, Surveil
Stonecraft	Strength	Physical	N	Building, Fortification, Mining
Survival	Perception	Physical	Y	Forests, Mountains, Oceans, and so on
Swim	Strength	Physical	Y	None
Teamster	Strength	Physical	Y	Carts, Chariots, Wains
Track	Wits	Physical	N	Specific Animal, Specific Race, Scent
Unarmed Combat	Nimbleness	Physical	Y	Skill Group: Brawling, Wrestling
Weather-sense	Perception	Physical	N	None

Degrees of Success

ATTACKER: COMBAT Results	DEFENDER PARRY/BLOCK: Extraordinary Success	Superior Success	Complete Success	Marginal Success	Failure	Complete Failure	Disastrous Failure
Extraordinary Success	Defender blocks weapon, both must make a normal weapon save so it does not break.	Defender blocks weapon and must make a normal weapon save or it breaks.	Defender blocks weapon and must make a weapon save +3 or it breaks.	Defender blocks weapon and must make a weapon save +6 or it breaks.	Defender misses parry and takes full damage from attackers weapon.	Defender misses parry and takes full damage plus ½ from attackers weapon.	Defender misses parry and takes double damage from attackers weapon.
Superior Success	Defender blocks weapon and attacker must make a normal weapon save or it breaks.	Attackers weapon is blocked.	Attackers weapon is blocked.	Attackers weapon is blocked.	Defender misses parry, roll for damage	Defender misses parry and takes full damage from attackers weapon.	Defender misses parry and takes full damage plus ½ from attackers weapon.
Complete Success	Defender blocks weapon and attacker must make a weapon save +3 or it breaks.	Attackers weapon is blocked.	Attackers weapon is blocked.	Attackers weapon is blocked.	Defender misses parry, roll for damage	Defender misses parry, roll for damage	Defender misses parry and takes full damage from attackers weapon.
Marginal Success	Defender blocks weapon and attacker must make a weapon save +6 or it breaks.	Attackers weapon is blocked.	Attackers weapon is blocked.	Attackers weapon is blocked.	Defender misses parry, roll for damage	Defender misses parry, roll for damage	Defender misses parry, roll for damage, Narrator may deem the defender is now at a disadvantage
Failure	No Parry Necessary						
Complete Failure	No Parry Necessary						
Disastrous Failure	Narrator may deem the attacker is now at a disadvantage due to his disastrous attempt.						

Any result where a character must make a weapon save is resolved as follows – the weapon adds up the total effective damage of their weapon (not including any Strength Bonus) and then rolls 3d6. If the dice result in a number higher than the weapons total effective damage, the weapon breaks, if less, the weapon holds. On a result that requires a +3 or a +6 – add this number to the 3d6 dice result and compare to weapon strength.

See Core Rule Book page 231 for other ideas for Extra Successes in Combat.

DEFENDER DODGE

ATTACKER: COMBAT Results	Extraordinary Success	Superior Success	Complete Success	Marginal Success	Failure	Complete Failure	Disastrous Failure
Extraordinary Success	Defender avoids the attack.	Defender avoids the attack, Narrator may determine that they are now at a disadvantage	Defender avoids the attack, Narrator may determine that they are now at a disadvantage	Defender avoids the attack, Narrator may determine that they are now at a disadvantage	Defender misses dodge and takes full damage from attackers weapon.	Defender misses dodge and takes full damage plus ½ from attackers weapon.	Defender misses dodge and takes double damage from attackers weapon.
Superior Success	Defender avoids the attack. Narrator may deem that they have an advantage against the attacker.	Defender avoids the attack.	Defender avoids the attack.	Defender avoids the attack.	Defender misses dodge, roll for damage	Defender misses dodge and takes full damage from attackers weapon.	Defender misses dodge and takes full damage plus ½ from attackers weapon.
Complete Success	Defender avoids the attack. Narrator may deem that they have an advantage against the attacker.	Defender avoids the attack.	Defender avoids the attack.	Defender avoids the attack.	Defender misses dodge, roll for damage	Defender misses dodge, roll for damage	Defender misses dodge and takes full damage from attackers weapon.
Marginal Success	Defender avoids the attack. Narrator may deem that they have an advantage against the attacker.	Defender avoids the attack.	Defender avoids the attack.	Defender avoids the attack.	Defender misses dodge, roll for damage	Defender misses dodge, roll for damage	Defender misses dodge, roll for damage, Narrator may deem the defender is now at a disadvantage
Failure	No Dodge Necessary						
Complete Failure	No Dodge Necessary						
Disastrous Failure	Narrator may deem the attacker is now at a disadvantage due to his disastrous attempt.						